

GUILHERME MIRANDA

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WORK EXPERIENCE

Joyn - ProSiebenSat.1 Media SE

November 2024 - Present

Android Software Engineer

Working on Joyn, a major streaming platform in Germany, as part of the Android TV team. Focused on performance, code quality, and user experience. Key contributions include:

- Refactor legacy code and expand Jetpack Compose adoption;
- Implement TV-focused features with a strong emphasis on remote-friendly navigation and user experience;
- Contribute to a robust testing culture with unit, integration, and screenshot tests.

Skills: Android TV, Kotlin, Jetpack Compose, Android, JUnit.

Accedo.tv

December 2022 - November 2024

Android Software Engineer

Developed 1001, a Middle Eastern video streaming app serving over 1 million users, and later worked on the NBC Universal app. Led the Android team during the NBCU project, supporting feature delivery and app stability. Key contributions included:

- Optimized video playback and integrated ads with ExoPlayer;
- Launched app on Google Play Console, achieving a 99+% crash-free sessions rate via proactive issue tracking.

Skills: Kotlin, Java, MVVM, Jetpack Compose, Coroutines, Exoplayer, Hilt, JUnit, Jenkins.

Banco Inter

September 2021 - November 2022

Android Software Engineer

Banco Inter is a digital bank based in Brazil with over 30 million users between companies and individuals.

- Developed payment features, including wire transfers and contactless Google Wallet integration;
- Integrated Inter's and Inter Companies' super apps by product flavors/build variants, improving the latter's Google Play rating from 2.9 to 4.8.

Skills: Kotlin, MVVM, Jetpack Compose, Coroutines, Koin, Espresso, JUnit, Bitrise.

Treinus

September 2019 - October 2020

Android Software Engineer

Treinus is a Brazilian startup focused on connecting athletes and sport consultants.

- Built Android features in Kotlin and Java using MVC and VIPER architectures in a fast-paced environment;
- Improved CI/CD pipeline with Azure, from builds to Play Store publishing.

Skills: Java, Kotlin, MVC, Dagger, JUnit.

EDUCATION

Federal University of Minas Gerais (UFMG)

2018 - 2022

BSc in Computer Science

Federal Institute of Minas Gerais - Ponte Nova Campus

2015 - 2017

Computer Technician

SKILLS

Programming Languages Java, Kotlin, Python, C++, Javascript

Others AOSP, Coroutines, SQL, Linux, Git

Languages English (advanced), Portuguese (native), Spanish (intermediate) and German (basic)